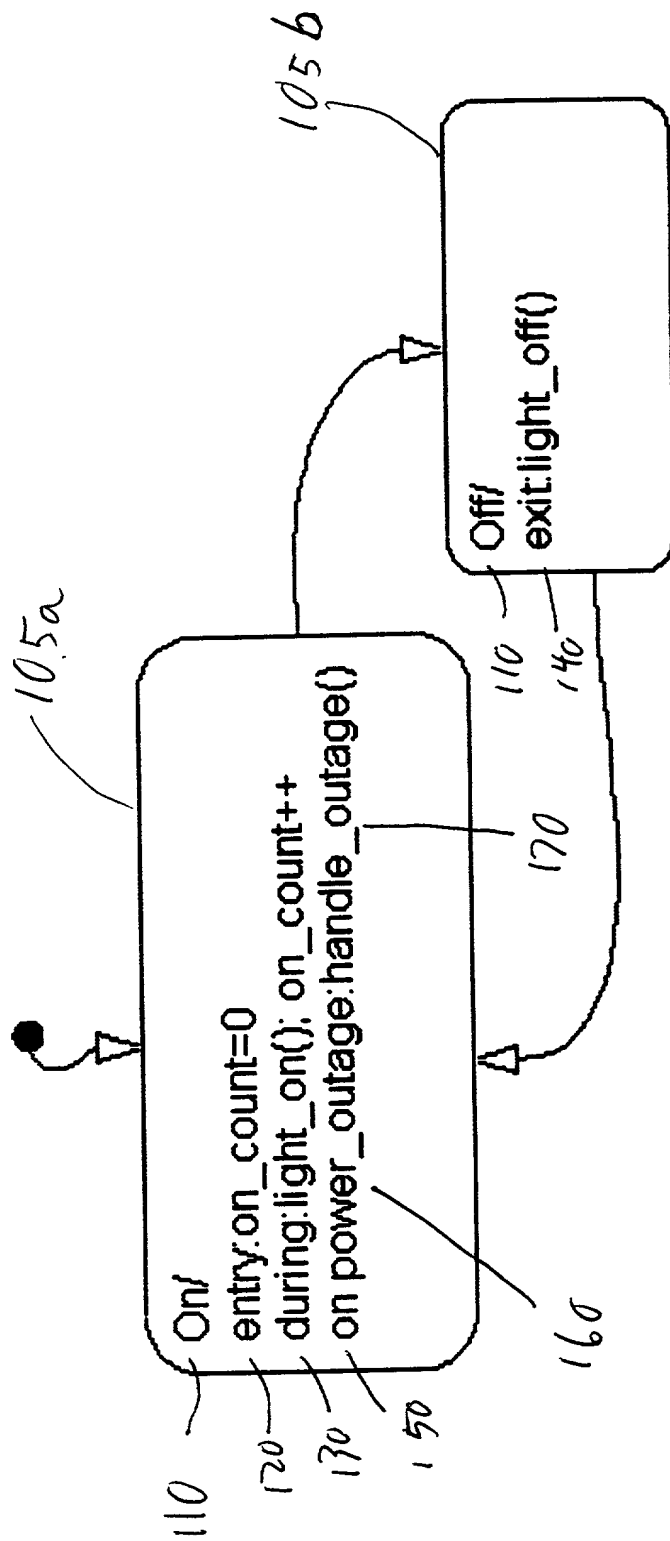


Figure 1

100



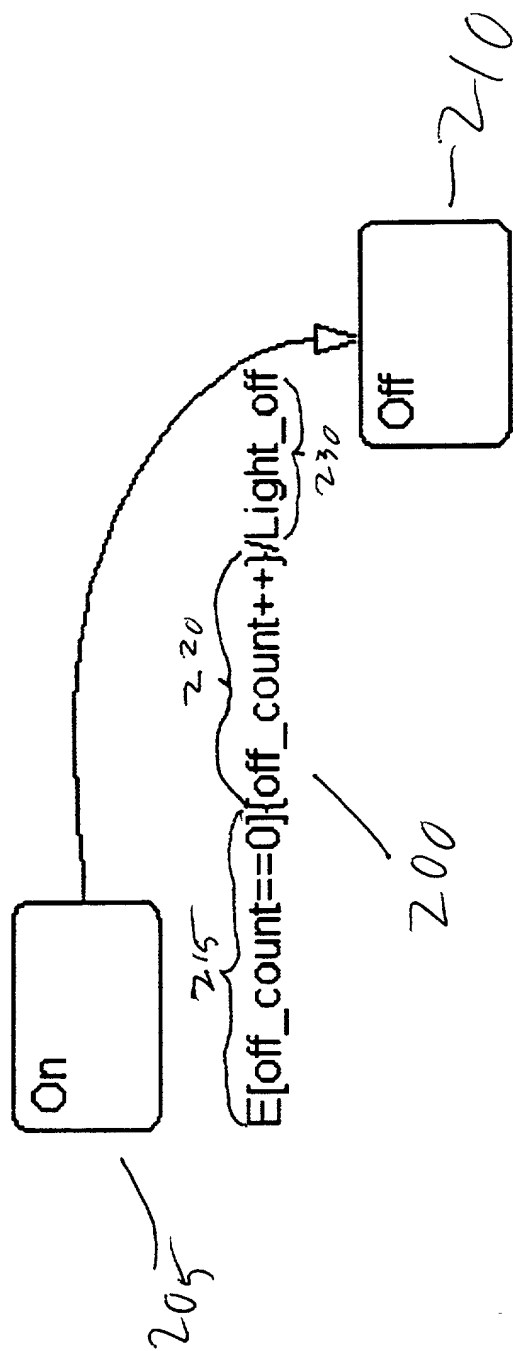


Figure 2

Figure 3

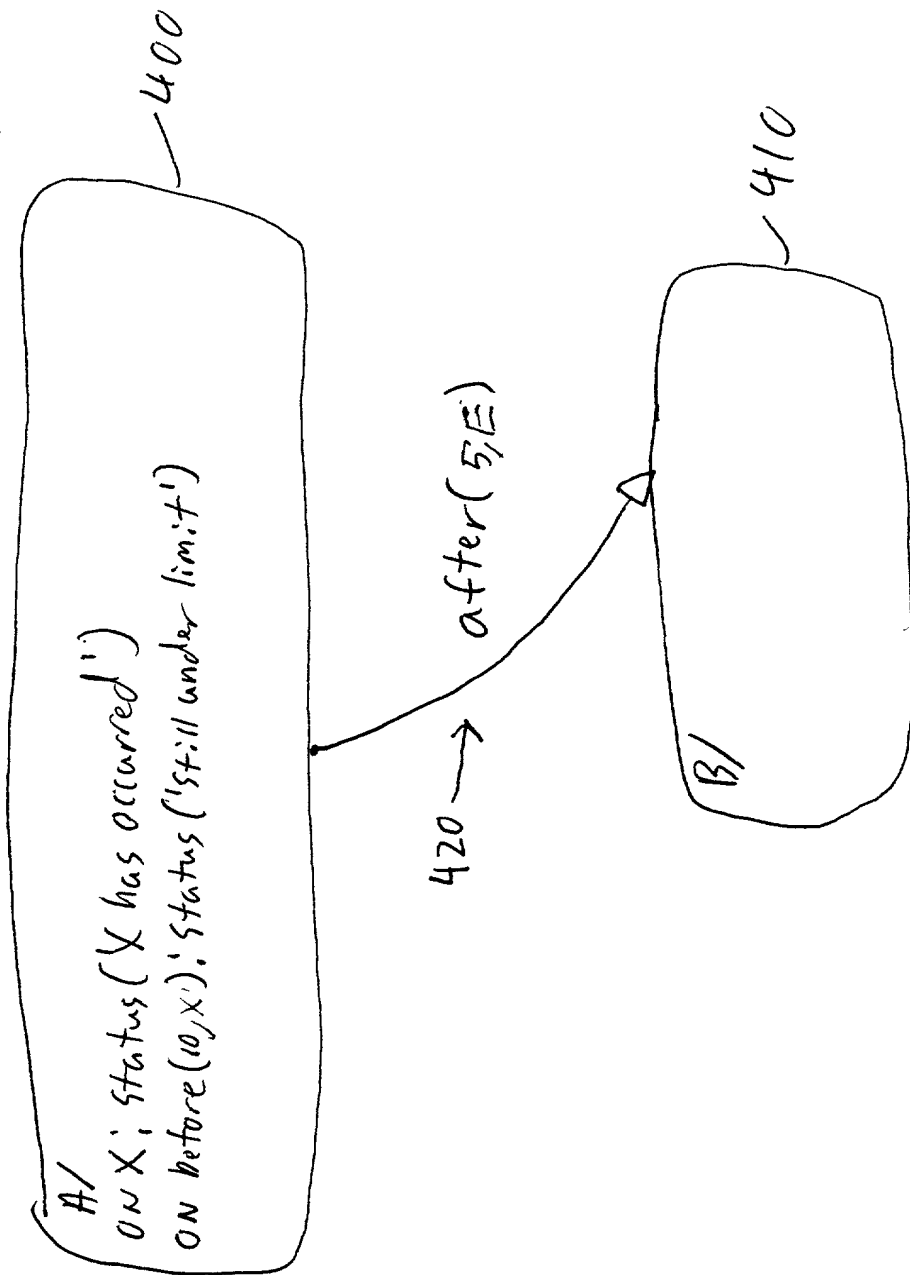
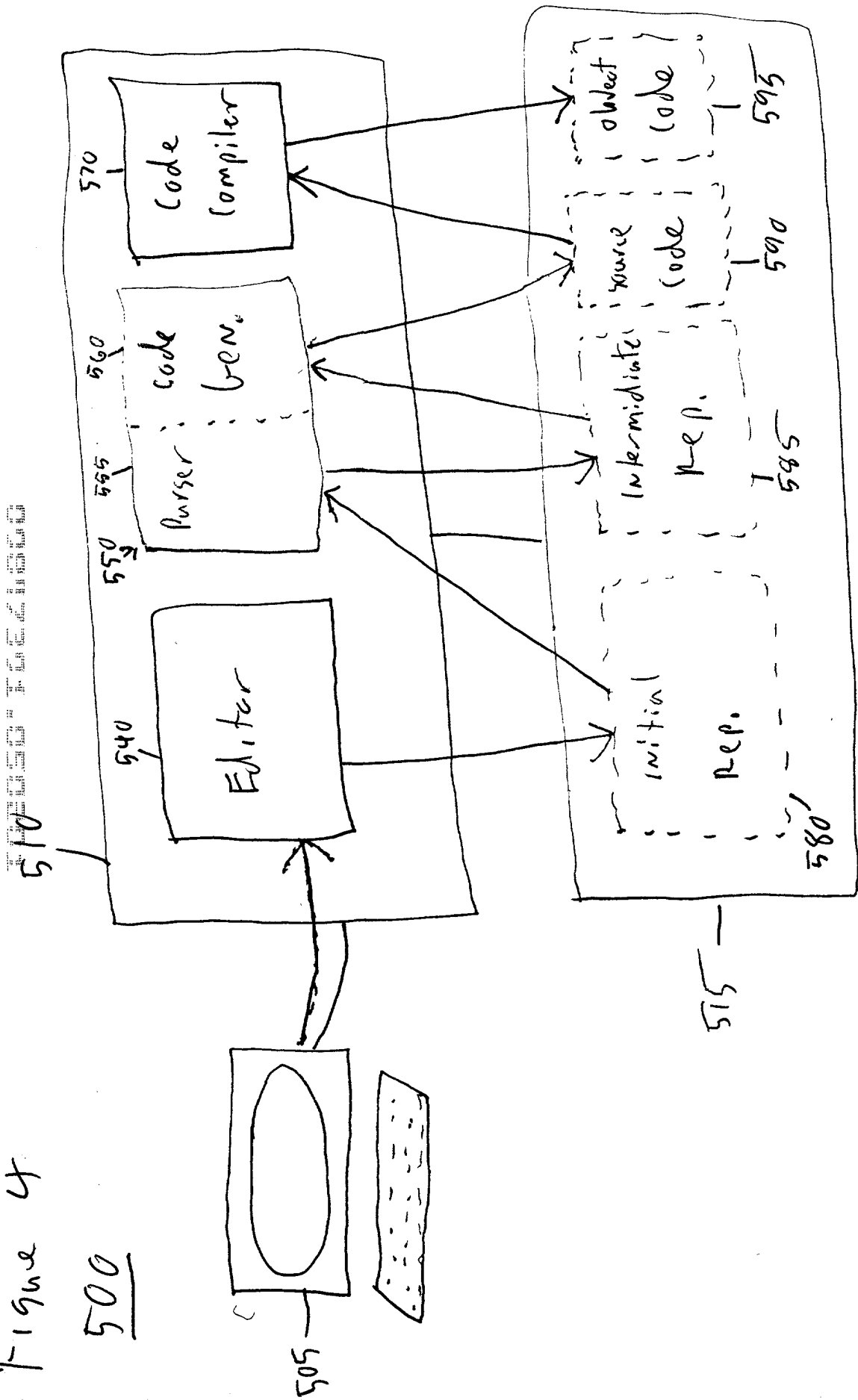


Figure 4

500



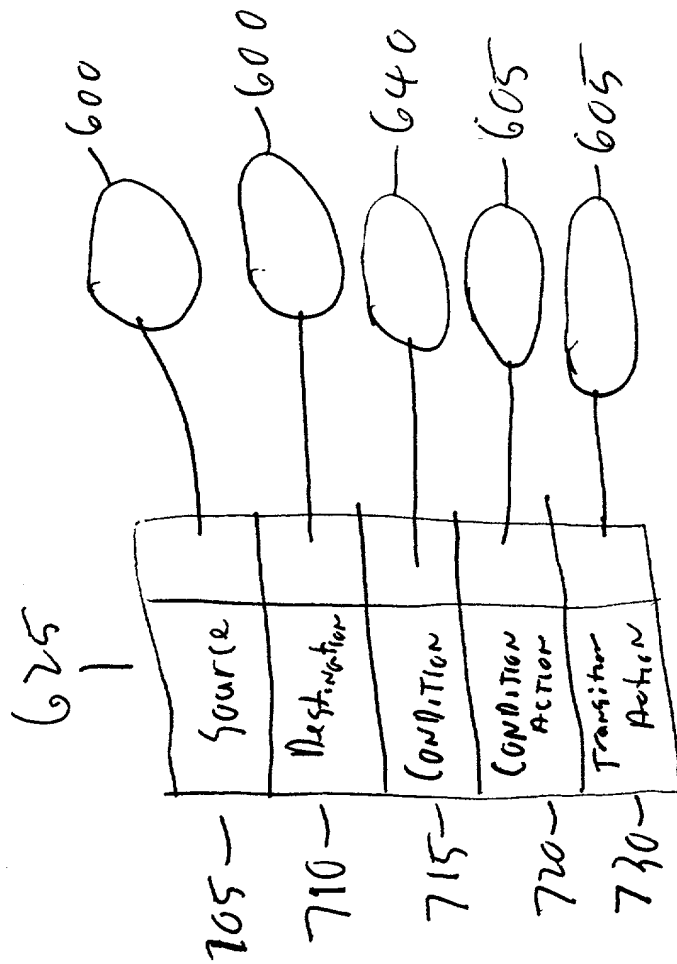


Fig. 6

800

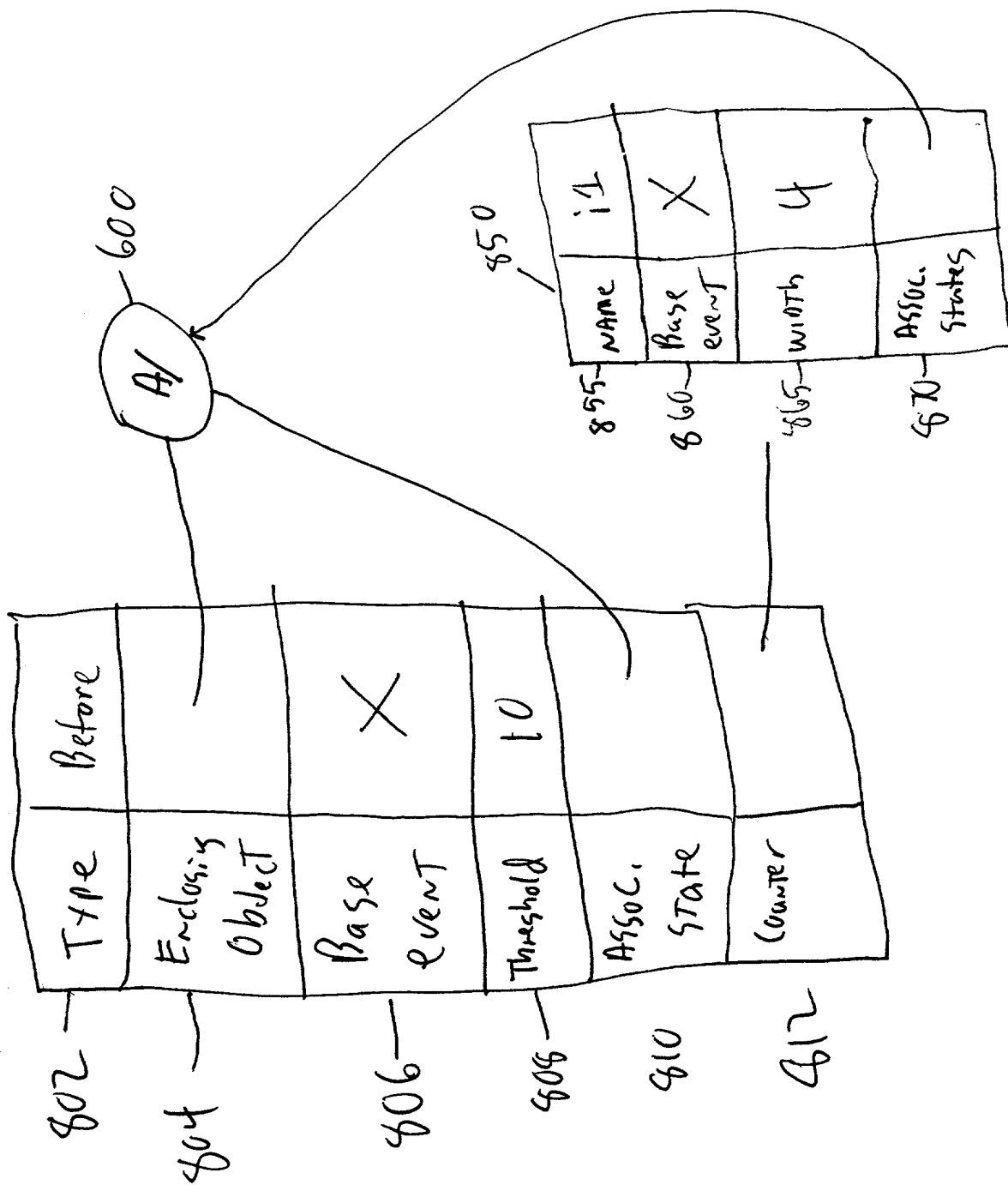


Fig. 7

Fig. 8

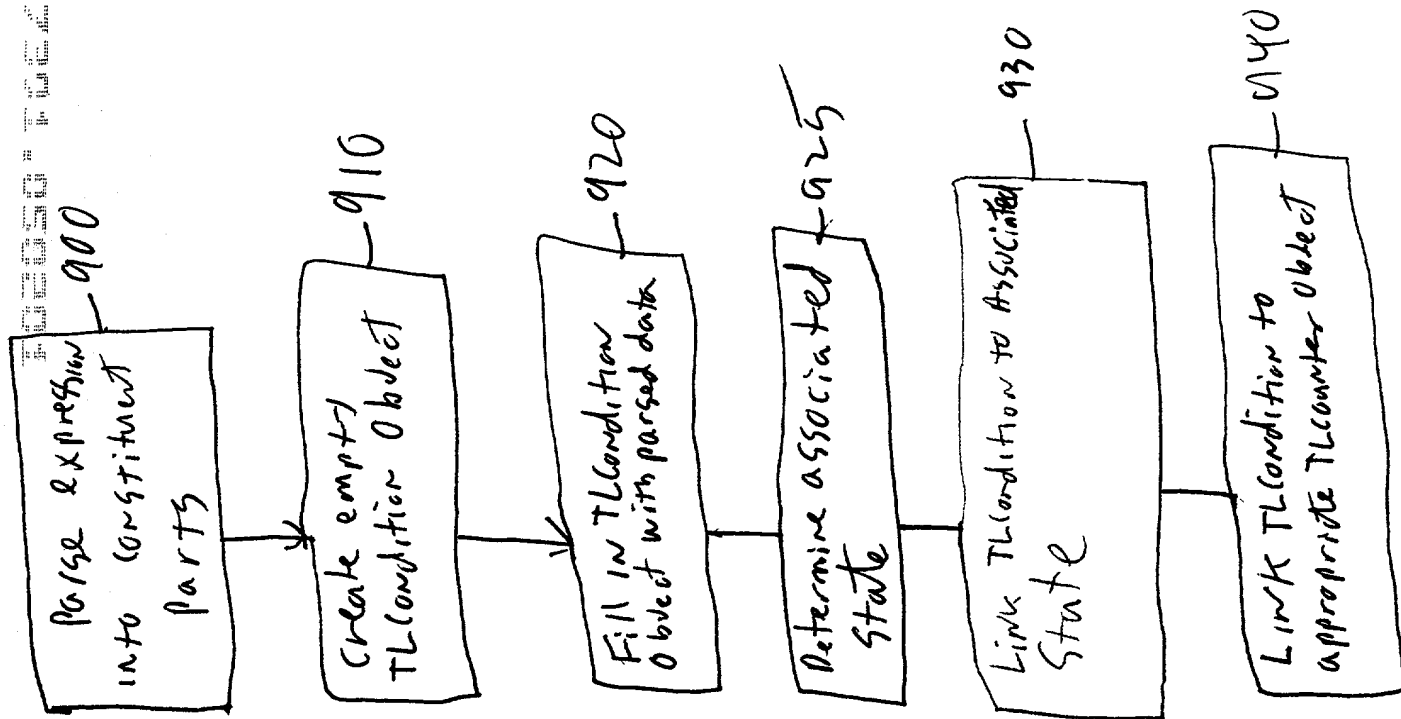


Fig. 9

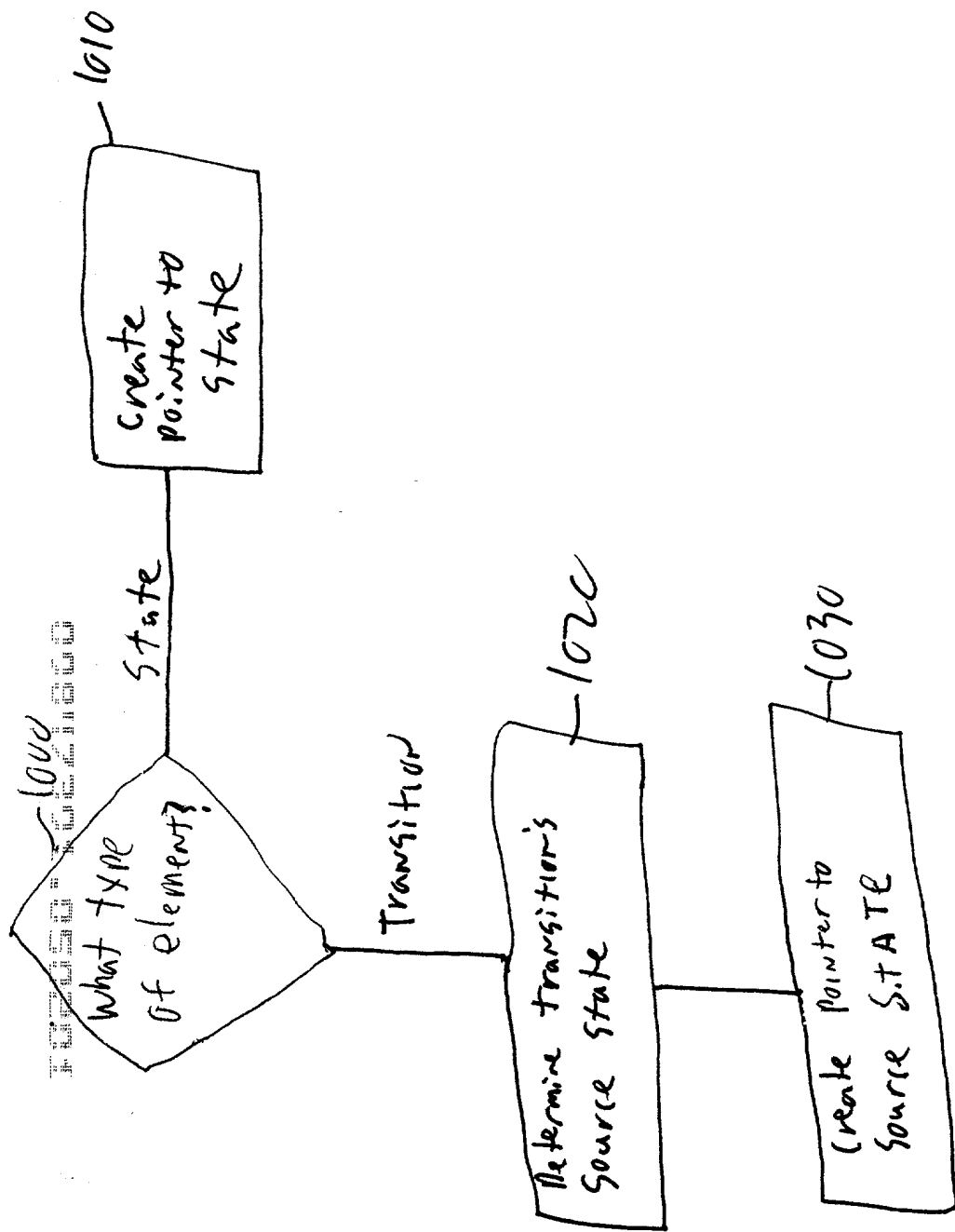


Fig. 10

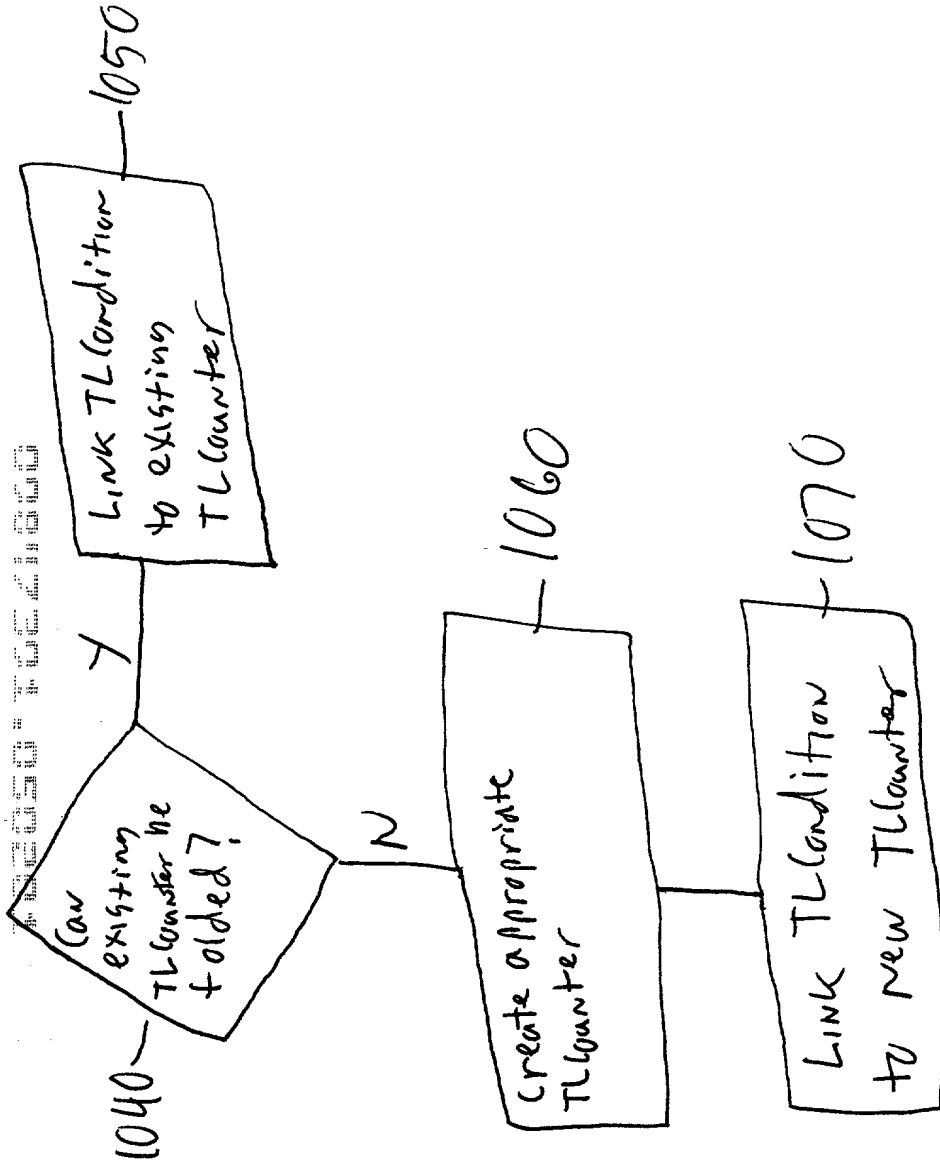


Figure 11

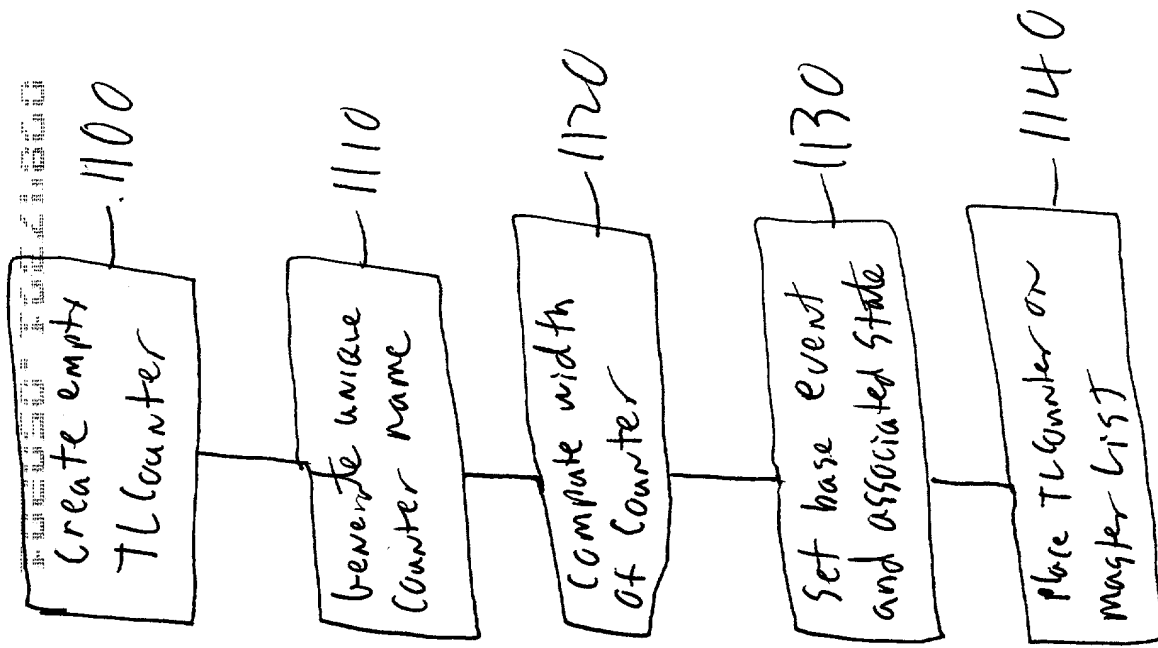


Figure 12

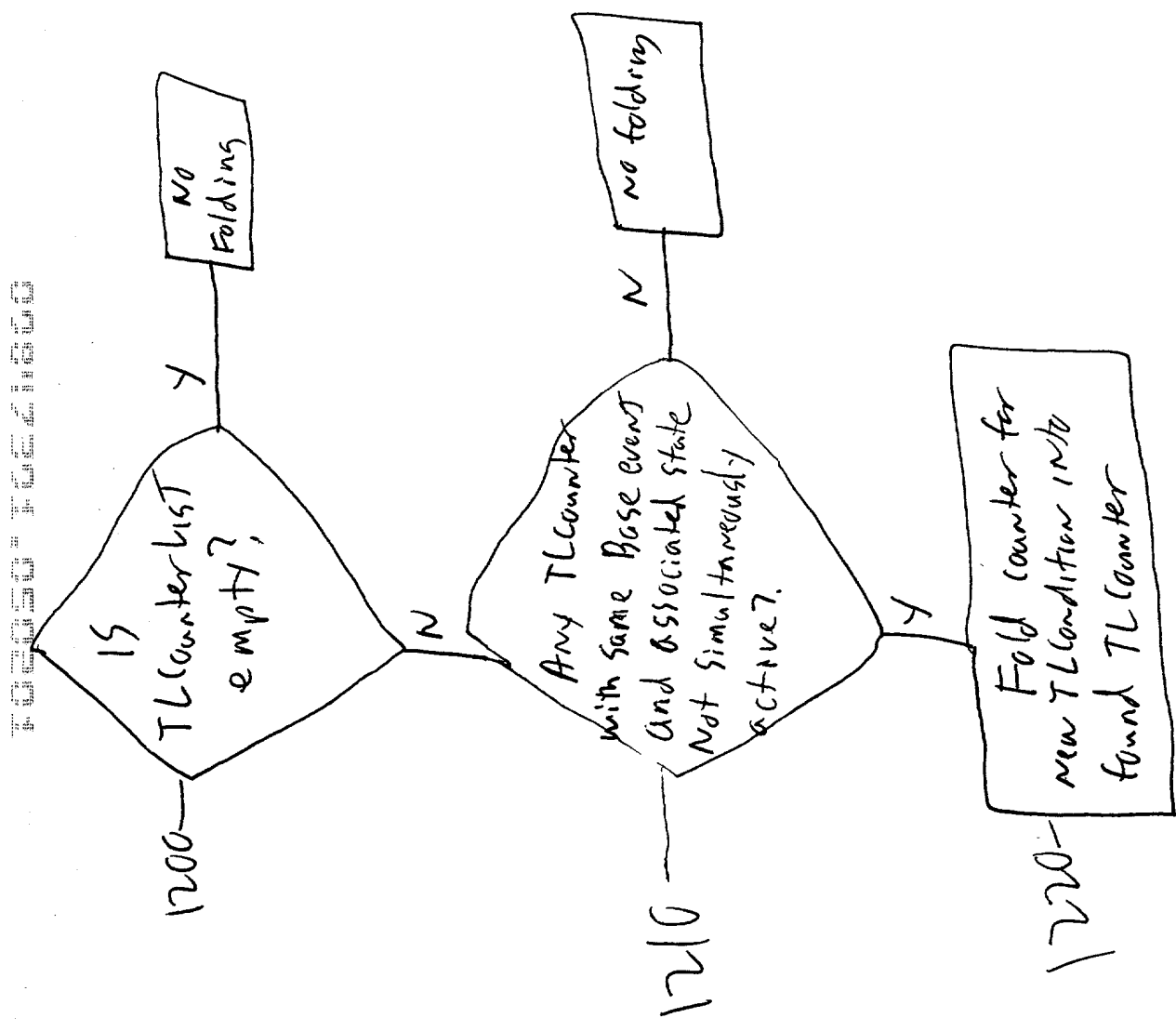


Figure 13

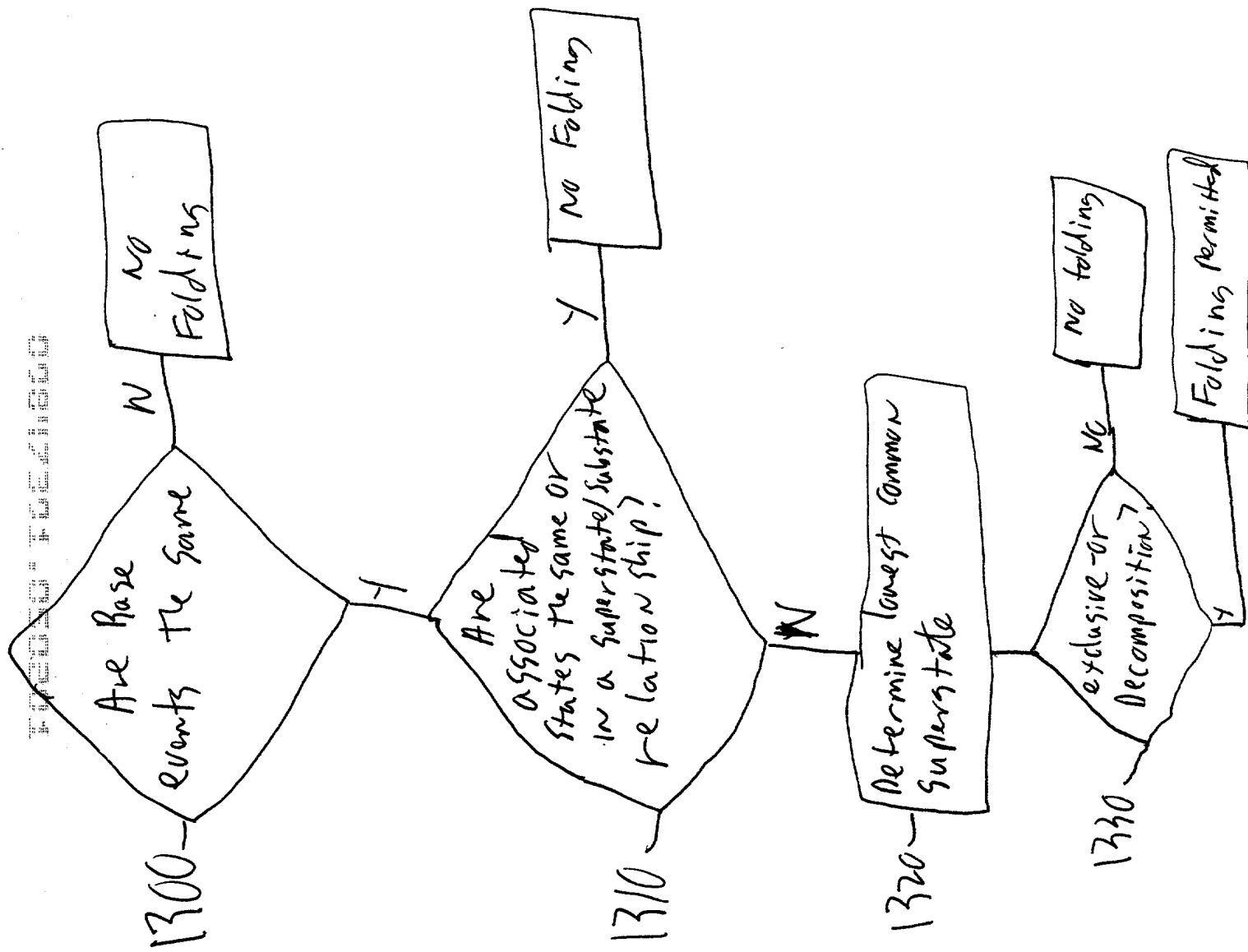


Figure 14

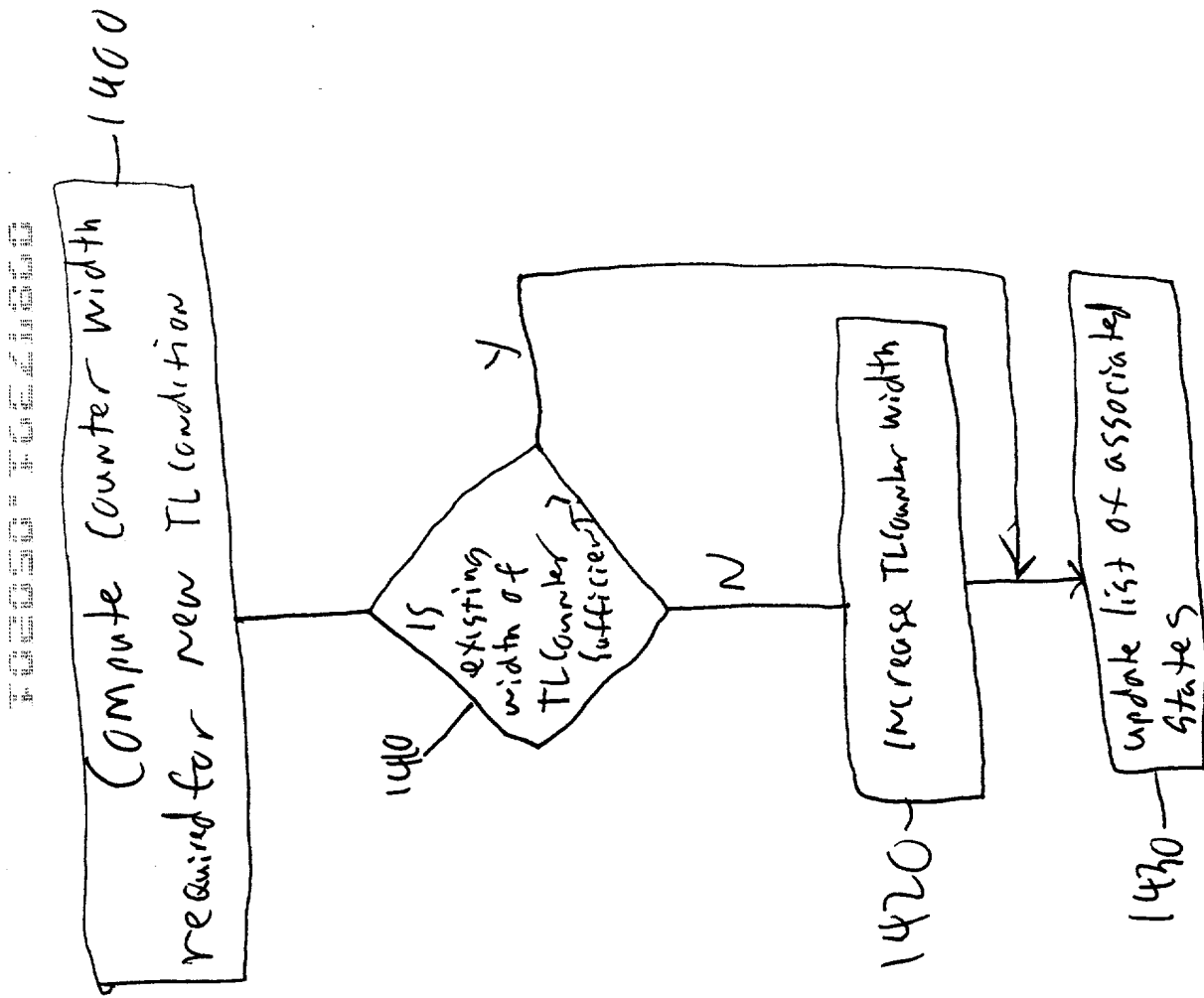


Figure 15

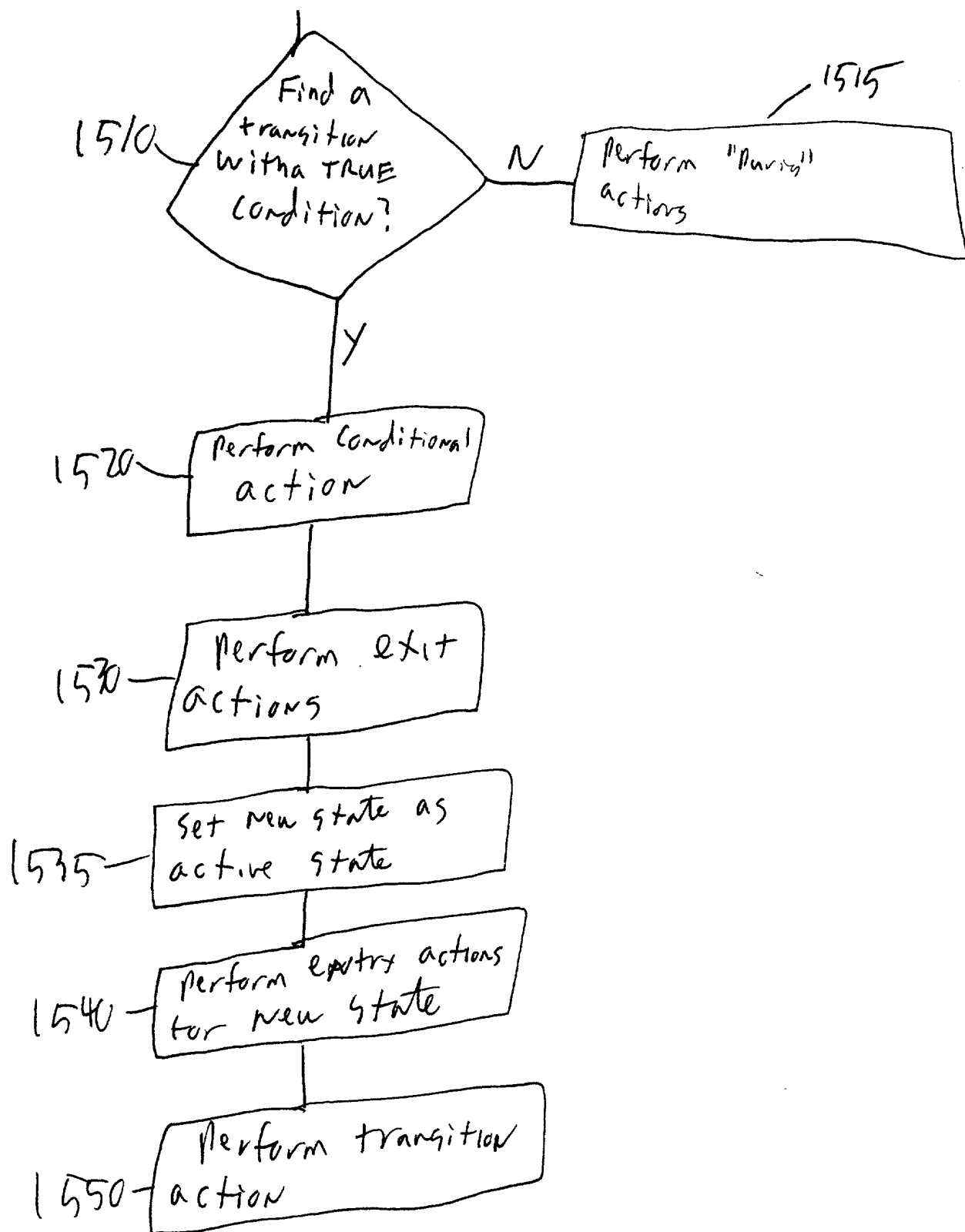
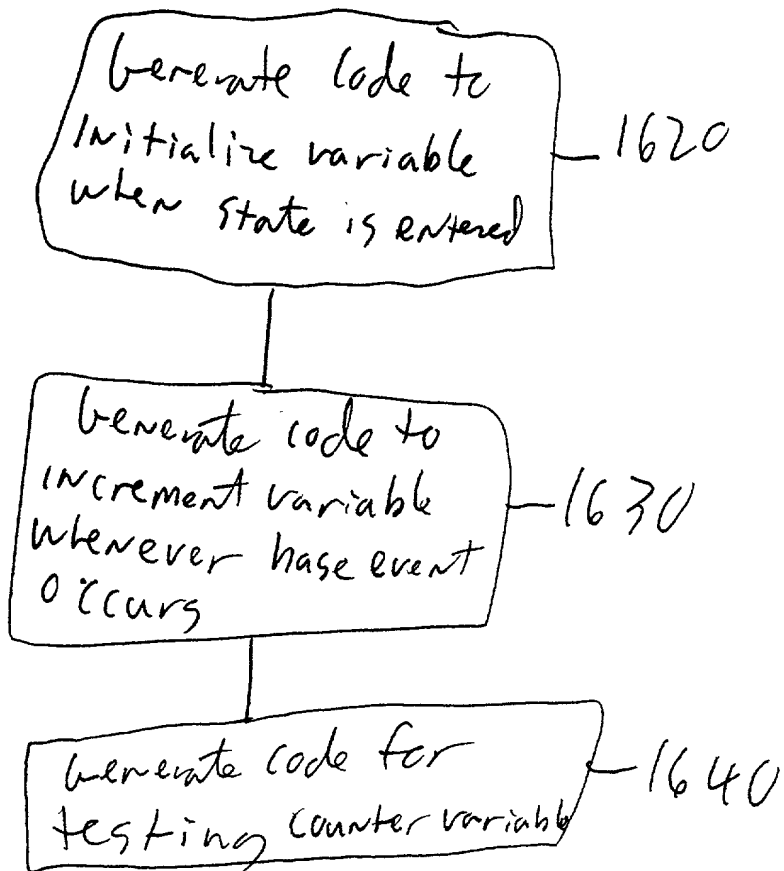


Figure 16



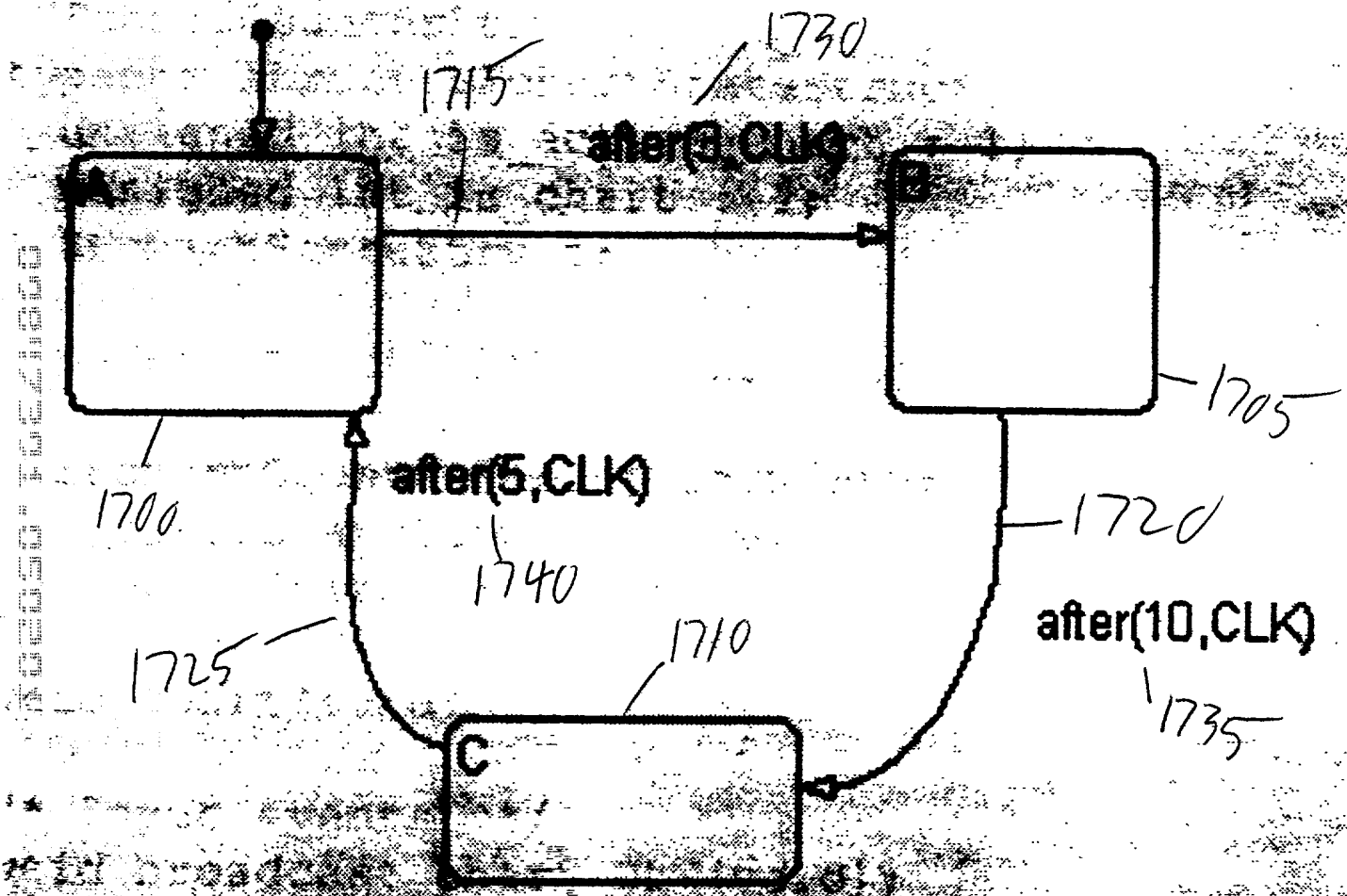


Figure 17

```

/*
 *
 * Stateflow code generation for chart:
 *   temporal_example/Chart
 *
 * Target Name                      : target
 * Model Version                    : 1.188
 * Stateflow Version                : 4.0.3.12.00.1.000000
 * Date of code generation         : 26-Mar-2001 12:31:13
 */

#ifndef __chart_h__
#define __chart_h__
typedef struct SFchartCounterStruct{ } 1800
    unsigned int i1 : 4;
}SFchartCounterStruct;
typedef struct SFchartStateStruct{ } 1820
    unsigned int is_active_chart : 1;
    unsigned int is_chart : 2;
} SFchartStateStruct;

typedef struct SFchart_InstanceStruct { } 1830
    SFchartCounterStruct Counters;
    SFchartStateStruct State;
} SFchartInstanceStruct;

void chart(void); 1840

/* Input events: */
void broadcast_chart_CLK(void); 1810
#endif

```

Figure 18

```

*   temporal_example/Chart
*
* Target Name           : target
* Model Version         : 1.188
* Stateflow Version     : 4.0.3.12.00.1.000000
* Date of code generation : 26-Mar-2001 12:31:13
*
*/

```

```

#include "temporal_example_target.h"
#include "chart.h"

```

```

#define IN_NO_ACTIVE_CHILD          (0)
#define IN_cl_sl_A                  1
#define IN_cl_sl_s2_B               2
#define IN_cl_sl_s3_C               3
#define event_CLK                   0
static SfchartInstanceStruct chartInstance;
void chart(void);

```

```

void chart(void)
{

```

```

    /* During: Chart */
    if(_sfEvent_temporal_example_ == event_CLK) {
        if(chartInstance.Counters.il<0xfU) {
            chartInstance.Counters.il++;
        }
    }

```

```

    if(chartInstance.State.is_active_chart == 0) {
        /* Entry: Chart */
        chartInstance.State.is_active_chart = 1;
        /* Entry: A */
        chartInstance.State.is_chart = IN_cl_sl_A;
        chartInstance.Counters.il=0;
    }

```

```

    else {
        switch(chartInstance.State.is_chart) {
            case IN_cl_sl_A:
                /* During: A */
                if((_sfEvent_temporal_example_ == event_CLK) &&
                    (chartInstance.Counters.il >= 3)) {
                    /* Exit: A */
                    /* Entry: B */
                    chartInstance.State.is_chart = IN_cl_sl_s2_B;
                    chartInstance.Counters.il=0;
                }
                break;
            case IN_cl_sl_s2_B:
                /* During: B */
                if((_sfEvent_temporal_example_ == event_CLK) &&
                    (chartInstance.Counters.il >= 10)) {
                    /* Exit: B */
                    /* Entry: C */
                    chartInstance.State.is_chart = IN_cl_sl_s3_C;
                    chartInstance.Counters.il=0;
                }
            }

```

```

        }
    }
}

```

Figure 19A

```

break;
case IN_cl_s3_C:
/* During: C */
if((_sfEvent_temporal_example_ == event_CLK) &&
(chartInstance.Counters.il >= 5)) {
/* Exit: C */
/* Entry: A */
chartInstance.State.is_chart = IN_cl_sl_A;
chartInstance.Counters.il=0;
}
break;
}
}
}
}

```

1970

```

void broadcast_chart_CLK(void)
{
{
int8_T previousEvent;
previousEvent = _sfEvent_temporal_example_;
_sfEvent_temporal_example_ = event_CLK;
chart();
_sfEvent_temporal_example_ = previousEvent;
}
}
}

```

1900

Figure 19B

FIG. 20 is a block diagram of a computer system 2000.

2000

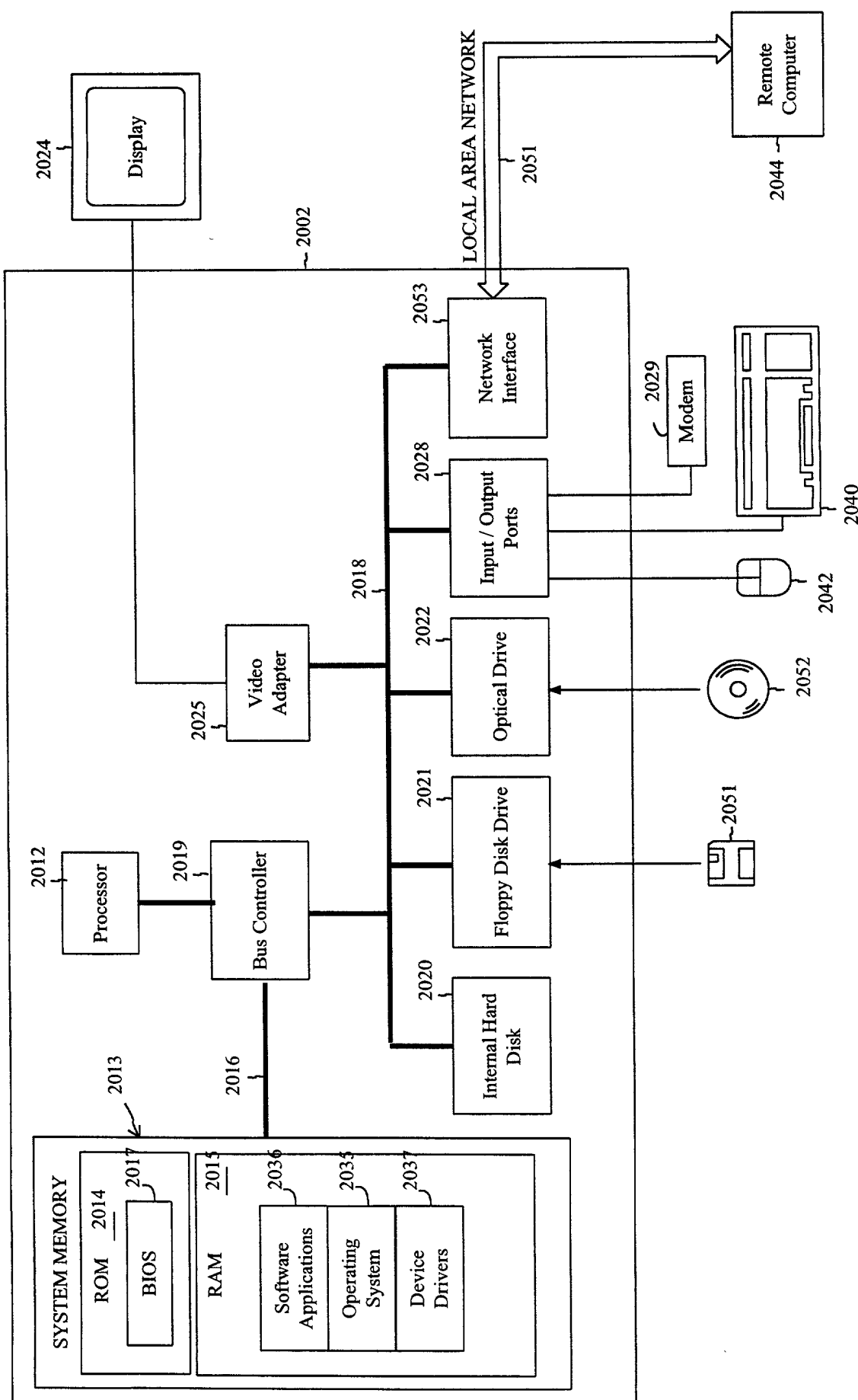


FIG. 20